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SEGA Racing

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TM

MANX TT

Super Bike



SEGA
Racing

KIDS TO ADULTS



CONTENT RATED BY ESRB

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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This is not a game.

Riding a motorcycle toward a stone wall at 125 mph is insane, is it not?

Racing a motorcycle on public roads is a hazardous pursuit, wouldn't you agree?

Any race that involves such speeds on country roads would soon be outlawed, right?

Wrong. The Isle of Man has been host to such races for 90 years, and every year thousands of fans head out to the island to witness the thrills – and occasional spills – of Manx Tourist Trophy motorcycle magic. Fearless competitors from every corner of the Earth blaze through the usually peaceful countryside like screaming Viking warriors from the past. To enter is to show passion. To win is to demonstrate perfection.

Now you have the opportunity to experience the Manx TT races firsthand on some of the world's fastest motorcycles, against the world's most skillful riders.

Are you up to the challenge, or were you born to be a spectator?

Make the right choice! This is not a game...

Take Control!

The following section describes the MANX TT™ default (TYPE 1) Control Pad Configurations. To change your Control Pad configuration, see page 7.

Sega Saturn Control Pad™

Left Shift Button
(Button L)

Right Shift Button
(Button R)

Buttons X, Y and Z

Directional Pad
(D-Pad)

Start Button (Start)

Buttons A, B and C

Button

Start
D-Pad
Button A
Button B
Button C
Button X
Button Y
Button Z
Button L
Button R

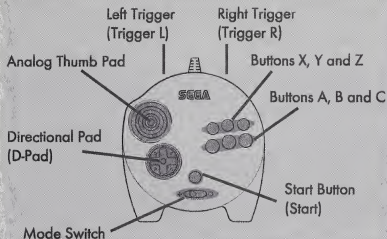
Pre-game

Confirms selection
Highlights option
Confirms selection
Cancels selection
Confirms selection
No function
No function
No function
No function
No function

During Play*

Pauses game
Steers bike
Brakes bike
Accelerates bike
Brakes bike
Changes view
Changes view
Changes view
Shifts gear DOWN
Shifts gear UP

Sega Saturn 3D Control Pad™

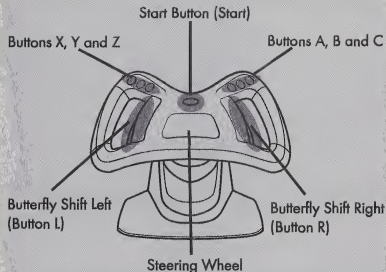


Button	Pre-game	During Play*
Start	Confirms selection	Pauses game
Analog Thumb Pad	Highlights option	Steers bike
D-Pad	Highlights option	No function
Button A	Confirms selection	Changes view
Button B	Cancels selection	Changes view
Button C	Confirms selection	Shifts gear DOWN
Button X	No function	Changes view
Button Y	No function	Changes view
Button Z	No function	Shifts gear UP
Trigger L	No function	Brakes bike
Trigger R	No function	Accelerates bike

*This configuration refers to the "O" mode default (TYPE 1) configuration.

In the "+" mode, the Sega Saturn 3D Control Pad functions are the same as for the Sega Saturn Control Pad.

Sega Saturn Arcade Racer™



Start	Confirms selection	Pauses game
Steering Wheel	Moves highlighter LEFT/RIGHT	Steers bike
Button A	Confirms selection	Changes view
Button B	Cancels selection	Accelerates bike
Button C	Confirms selection	Accelerates bike
Button X	No function	Changes view
Button Y	No function	Brakes bike
Button Z	No function	Brakes bike
Button L	Moves highlighter UP	Shifts gear DOWN
Button R	Moves highlighter DOWN	Shifts gear UP

NOTES

Throughout this manual, the term "Confirm Button" refers to Button A, Button C or the Start Button. A Confirm Button is pressed to confirm a selection.

Press Buttons A, B, C and Start simultaneously at any time in order to return to the *MANX TT* introductory sequences.

In menu screens, press Button B to cancel a selection.

In the **CONTROL CONFIG** and **SOUND CONFIG** screens described below, you can change game settings or play music and sound effects from the game. Press the D-Pad UP or DOWN to highlight an item and LEFT or RIGHT to change the setting. Press Button B to cancel a selection.

CONTROL CONFIG screen

There are four control configurations available for each type of controller (TYPE 1, TYPE 2, TYPE 3 and TYPE 4). A representation of each player's present controller configuration TYPE appears on the screen. Press the D-Pad LEFT or RIGHT to change the configuration TYPE, and press a Confirm Button to select the new configuration.

SOUND CONFIG screen

Here, you can change game settings or play music and sound effects from the game.

MODE: Choose between STEREO or MONO sound output.

S.E. VOLUME: By pressing the D-Pad LEFT or RIGHT, set the volume of the *MANX TT* sound effects.

BGM VOLUME: By pressing the D-Pad LEFT or RIGHT, set the volume of the *MANX TT* background tracks.

S.E.: This option allows you to play sound effects from the game.

BGM: This option allows you to play music from the game.

Getting Started

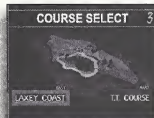
Once *MANX TT* loads, an introductory sequence and a game demo follow the Sega logo and Isle of Man Department of Tourism and Leisure message. Press Start to exit this screen, and press Start again to bring up the Main menu. There are seven modes to choose from: ARCADE, SATURN, TIME TRIAL, 2 PLAYER, CONTROL CONFIG, SOUND CONFIG and RECORDS. Press the D-Pad UP or DOWN to highlight a game mode, and press a Confirm Button to select.



ARCADE mode

In the COURSE SELECT screen, choose a race course. Press the D-Pad LEFT or RIGHT to toggle between the LAXEY COAST (3 laps; easy) and TT COURSE (2 laps; difficult). Press a Confirm Button to select the course, or wait for the countdown to reach zero (at which

point the currently highlighted course is automatically selected). Next up is the TRANSMISSION SELECT screen. Press the D-Pad LEFT or RIGHT to highlight AT (AUTOMATIC) or MT (MANUAL, 6 SPEED) transmission. Press a Confirm Button to select, or wait for the countdown to reach zero (at which point the currently highlighted transmission type is automatically selected). Now you're ready to race - hold on tight!



SATURN mode

Choosing this mode brings up the SATURN mode select screen. Here, you can choose to PRACTICE on any of the four available courses or take the *MANX TT* CHALLENGE. Truly talented (suicidal?) racers who survive the CHALLENGE are permitted entry to the SUPERBIKE race mode.

In the SATURN mode select screen, press the D-Pad UP or DOWN to highlight race specifications and press a Confirm Button to select.



• The PRACTICE Race

This mode allows you to hone your riding skills in preparation for taking the *MANX TT* CHALLENGE. Before the race, select one of four race courses: LAXEY COAST, TT COURSE, LAXEY COAST RM* or TT COURSE RM*. Highlight a course with the D-Pad and press a Confirm Button to select.



Next, the lap number options (3, 5 and 7) appear in boxes on the right side of the screen. Press the D-Pad UP or DOWN to highlight a number, and select by pressing a Confirm Button. Now select a bike and transmission type from the BIKE SELECT screen (see page 16) and prepare yourself for a high-speed ride in the country.

*RM (Reverse Mirrored) courses are mirror images of the original course; bikes race in the opposite direction.

• The CHALLENGE Race

In order to meet the *MANX TT CHALLENGE*, you must race your way through all four *MANX TT* race courses: the *LAXEY COAST*, *TT COURSE*, *LAXEY COAST RM* and the *TT COURSE RM*, respectively. On the first three courses, you must finish amongst the **top three** racers in order to progress to the next race. On the final course (*TT COURSE RM*), you must **win** in order to complete the CHALLENGE stage. If you succeed, you join the ranks of the elite and are permitted entry to the *SUPERBIKE* stage.

For the CHALLENGE race, you must first select a bike and transmission type from the *BIKE SELECT* screen (see page 16). The number of laps is set at three per course.

• The SUPERBIKE race

Having successfully completed all four CHALLENGE courses, you have the opportunity to attain true enlightenment in the *SUPERBIKE* race stage. The rules are the same as for the CHALLENGE stage, but in addition to the standard choice of eight motorcycles, there are three more mechanics' dream bikes: *SUPERBIKES* whose incredible performances seem to defy the laws of physics. You won't be able to ride one until you've proven your worth...

Don't think for one minute that a faster bike is all you get in this stage. You also get to race against the very top *SUPERBIKE* racers – faster and more skillful than any you've faced before. There's no mercy in these levels!

Select a bike and transmission type from the *BIKE SELECT* screen (see page 16) before donning your helmet and saying your prayers.

TIME TRIAL mode

Here, you are given the opportunity to perfect your riding skills in a race against the clock. With the *GHOST RIDER* function selected, you can even compete against yourself!

First, select a course. Choose from *LAXEY COAST*, *TT COURSE*, *LAXEY COAST RM* or *TT COURSE RM* by pressing the D-Pad UP or DOWN to highlight a course and a Confirm Button to select. Next, specify the number of laps. Choose 3 laps, 5 laps or *FREE RUN** (no limit) by pressing the D-Pad to highlight and a Confirm Button to select.

Highlight a *GHOST RIDER* option (see next section) by pressing the D-Pad UP or DOWN, and select by pressing a Confirm Button. Now select a motorcycle and transmission type from the *BIKE SELECT* screen (see page 16) and you're off to a running start in a race against the clock.



***To retire from a "FREE RUN" TIME TRIAL, press Start to pause the game, then select "Exit" from the PAUSED menu. The NAME ENTRY screen does not appear in FREE RUN mode.**

GHOST RIDER Function

Once you have specified the number of laps on the TIME TRIAL course, the GHOST RIDER option menu appears. When activated, this feature projects an image of the previous "BEST" TIME TRIAL bike for you to race against. There are three options:

- 1) **OFF** deactivates the GHOST RIDER function. The GHOST RIDER does not appear.
- 2) **LAST** projects an image of your bike racing the lap you just completed.
- 3) **BEST** projects an image of the bike which set the fastest time on the current course*.

- If you are playing *MANX TT* with a Sega Saturn Backup™ RAM cartridge inserted in your Sega Saturn, the game automatically reads previously stored BEST lap time data for each course. A GHOST RIDER will appear from lap 1.
- If you are not using a Backup RAM cartridge, a GHOST RIDER image appears from lap 2.



BEST performance GHOST RIDER data is automatically saved onto your Sega Saturn Backup RAM Cartridge (sold separately) and automatically retrieved for TIME TRIAL races.

2 PLAYER mode

In this mode you can test your racing skills against another player to find out who really has the *MANX TT* competitive spirit. The racing screen is split into two, with Player 1 in the top view.

Player 1 highlights one of the four *MANX TT* courses by pressing the D-Pad and confirming the selection with a Confirm Button. Next, Player 1 highlights a 3, 5 or 7 lap race by pressing the D-Pad and pressing a Confirm Button to select.

The 2 PLAYER mode BIKE SELECT screen, from which both players select a motorcycle for the race, is a vertical split of the 1 PLAYER mode BIKE SELECT screen (see page 16). The left side of the screen shows Player 1's selection choices. The selection procedure for each player is the same as for the standard 1 PLAYER mode BIKE SELECT screen.



Select a course...



Choose a bike...



Scream through the hills!

Hit the Road!

Your goals as a TT racer are (A) remain in one piece and (B) win the race.



At certain positions on each course are CHECK POINTS. You must reach each CHECK POINT before your time limit runs out. If you manage this, "TIME EXTENDED" appears on the screen and you are awarded a time extension. If you run out of time before a CHECK POINT, your "TIME IS UP" and the race is over.

PAUSE

Press Start during a race to pause the game. Once PAUSED, a list of options appears. Press the D-Pad UP or DOWN to highlight a choice, and a Confirm Button to select.

Choose "Continue" to keep racing.

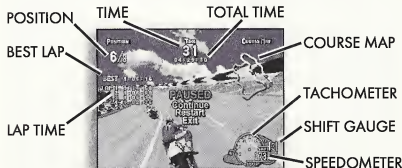
Choose "Restart" to begin the current race again.

Choose "Exit" to stop the race.



Screen Information

While racing, you are able to constantly monitor essential race information. The following on-screen information is provided:



POSITION: your current position in the race

BEST LAP: your fastest lap time in the current race

LAP TIME: your time for each lap of the current race

TIME: the time remaining within which you must reach the next CHECK POINT

TOTAL TIME: the total race time so far

COURSE MAP: the highlighted area represents the course you are currently on. The map features colored block representations of the other racers. Player 1 and Player 2 are represented by blocks labelled "1" and "2".

TACHOMETER: shows current engine RPM

SPEEDOMETER: shows the current speed

SHIFT GAUGE: shows the current gear

BIKE SELECT screen

It's time to select the machine with which you must entrust your life.

For the racing students, the art of engineering is represented by eight savage beauties that need to be tamed. Those, however, who have previously managed to complete all four CHALLENGE race courses and reach the SUPERBIKE stage (see page 10) can also choose one of three SUPERBIKES.



Press the D-Pad LEFT or RIGHT to view the motorcycles and their performance characteristics (TOP SPEED, ACCELERATION and HANDLING). Press a Confirm Button to select a bike. Next, select AT (AUTOMATIC) or MT (MANUAL) transmission by pressing the D-Pad to toggle and a Confirm Button to select.

NAME ENTRY*

If you complete a race course in one of the five fastest times, you can enter your initials and boast to your friends and close relatives.



Press the D-Pad LEFT or RIGHT to highlight a character, and press a Confirm Button to select. Selecting the back-arrow or pressing Button B erases the last character. Once you've finished, select END or wait for the countdown to reach zero.

RECORDS mode*

This mode allows you to review previous best performances for each of the game modes. The data is in the form of a table which ranks the five fastest course times, the riders' names, the best lap times and the type of motorcycles used. Press the D-Pad UP or DOWN to highlight a menu item, and press a Confirm Button to select the item.

First, select the game mode (ARCADE, PRACTICE, CHALLENGE, SUPERBIKE, TIME TRIAL or 2 PLAYER). Next, select the race course (LAXEY COAST, TT COURSE, LAXEY COAST RM or TT COURSE RM). Finally, select the number of laps.



*If a Sega Saturn Backup RAM cartridge has been inserted into the Sega Saturn, data entered in the NAME ENTRY mode is automatically saved to RECORDS, and can be reviewed at any time in the RECORDS mode.

NOT EVEN A CROSS CERN COULD PROTECT YOU FROM A BLOOD EAGLE.

It was a particularly unpleasant ritual of our Norse ancestors.

You dragged the king whose army you had just defeated on to a broad stone, slashed open his chest and wrenched out his rib cage. While he was still alive, of course.

It was the highest honour you could pay Odin, the great Norse god who had granted you your victory. The living sacrifice of an anointed Christian King.

Not even a cross cern - a sacred cross made from branches of the rowan tree, believed to ward off the evil eye - could avail you if your Norse captors decided your chance for immortality had come.

*The story of the Norse-
is graphically told in
Here you'll also learn
Man such a unique is-*



*Its independent tradi-
stonework of the great
Castle on St Patrick's
Castletown, (once the*

They echo down the deserted galleries of the Laxey Mine where for centuries Islanders laboured by candlelight to hack precious iron ore from the living rock.

It's there in the soil in the haunted burial grounds of the Viking marauders.

*men on the Isle of Man
the Manx Museum.
what makes the Isle of
land.*

*tions are woven into the
natural fortress of Peel
Isle or Castle Rushen at
Island's capital).*

The spirit of Mann is very much alive today - that spirit of battling the elements and self reliance. You'll find it in modern sporting events like the 90 year old TT race around the 38 mile Mountain Circuit, the Classic Car races, the TT motorcycle races, the Manx Grand Prix and the Manx International Rally.



Many of the sporting world's toughest competitors struggle for supremacy along the five hundred miles of winding coast and mountain roads that ring the island.

Get to grips with a turbulent past, and the exciting present, on the Isle of Man. It's closer than you think.



Isle of Man

Call the UK on 011 44 345 686 868 for your free holiday guide.

But remember, if you pick a quarrel with a Viking, just make sure you win.

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Assistant Lead Testers:	Dave Paniagua, John Diamonon, Howard Gipson, Chris Cates, Elton Brown

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